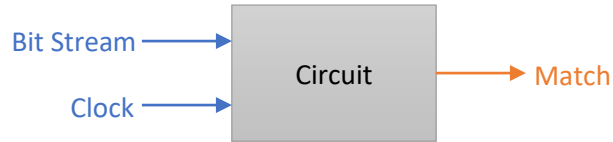


Design of Sequential Circuits I

Please do the following exercises individually.

Bit sequences

Please design a sequential circuit which finds three subsequent 0s in a bit stream.



A bit stream is a sequence of bits controlled by a clock signal.

Bit Stream	0	1	1	0	1	0
Read	↑	↑	↑	↑	↑	↑
Clock	□	□	□	□	□	□

The circuit should read the input stream and output a 1 if pattern 000 is found.

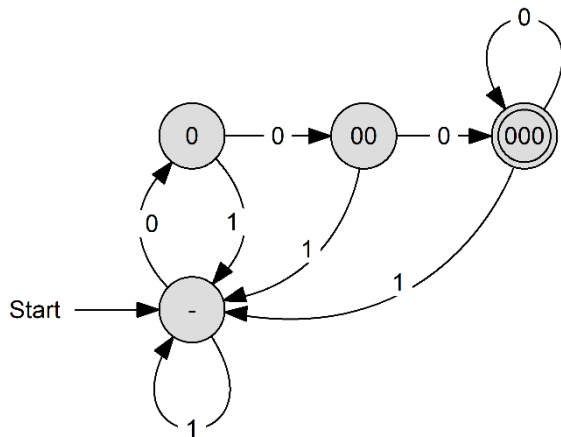
Design of Sequential Circuits I

Please do the following exercises individually.

Bit sequences

Please design a sequential circuit which finds three subsequent 0s in a bit stream.

State machine and encoding

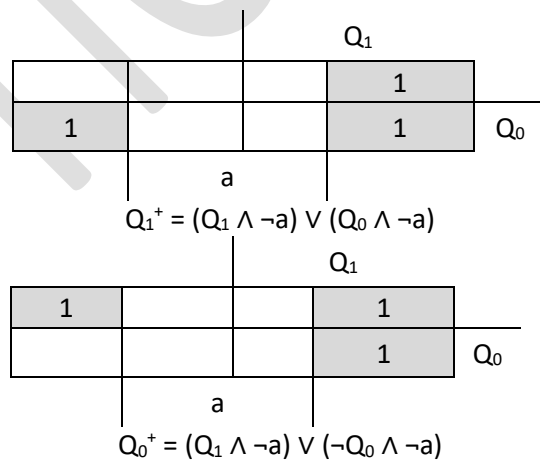


State	Encoding	
-	0 _{dec}	00 _{bin}
0	1 _{dec}	01 _{bin}
00	2 _{dec}	10 _{bin}
000	3 _{dec}	11 _{bin}

Two D flip-flops necessary

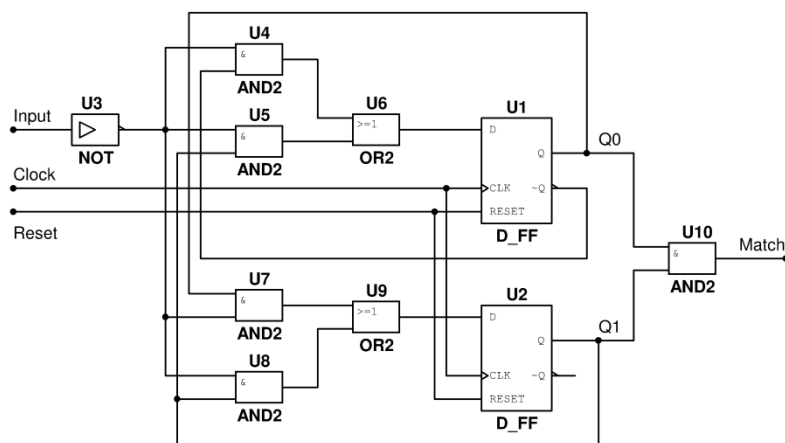
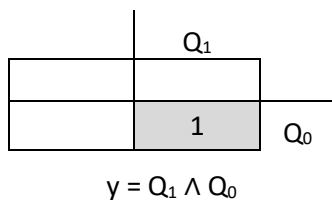
Control logic

Q ₁	Q ₀	a	Q ₁ ⁺	Q ₀ ⁺
0	0	0	0	1
0	0	1	0	0
0	1	0	1	0
0	1	1	0	0
1	0	0	1	1
1	0	1	0	0
1	1	0	1	1
1	1	1	0	0



Output logic and circuit

Q ₁	Q ₀	y
0	0	0
0	1	0
1	0	0
1	1	1

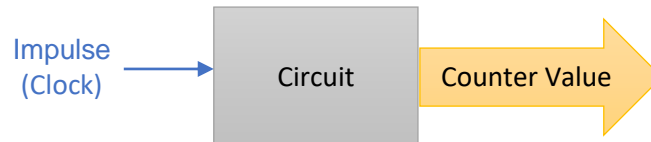


Design of Sequential Circuits II

Please do the following exercises individually.

Counter

Please design a mod-6 counter.



A counter counts impulses. These impulses are produced by the events which should be counted. A person triggers for example a light barrier when he or she enters a room. We want to know how many persons entered the room.

Counters have a certain range. Most counters restart from 0 when an overflow occurs. So if the range of a counter is 0 ... 5 then it counts 0, 1, 2, 3, 4, 5, 0, 1, Such a counter is called mod-6 counter.

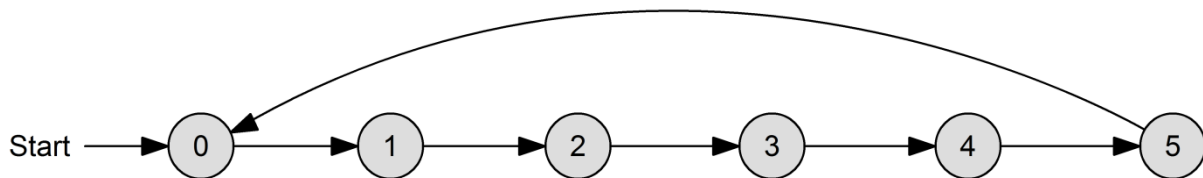
Design of Sequential Circuits II

Please do the following exercises individually.

Counter

Please design a mod-6 counter.

State machine



State encoding and output logic

State	0	1	2	3	4	5
Encoding	000	001	010	011	100	101

Three D flip-flops necessary
No output logic necessary

Control logic and circuit

n	Q_2	Q_1	Q_0	Q_2^+	Q_1^+	Q_0^+
0	0	0	0	0	0	1
1	0	0	1	0	1	0
2	0	1	0	0	1	1
3	0	1	1	1	0	0
4	1	0	0	1	0	1
5	1	0	1	0	0	0
6	1	1	0	X	X	X
7	1	1	1	X	X	X

